Matthew Erwin

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github.com/matterwin

EDUCATION

• Louisiana State University

Bachelor of Science in Computer Science, Minor in Mathematics GPA: 3.93

Baton Rouge, LA

Aug. 2020 – May 2024

TECHNICAL SKILLS

- Languages: Java, C/C++, Python, JavaScript, TypeScript, SQL (Postgres), HTML/CSS
- Frameworks: React, Node, Express, React Native, Redux, JUnit, Spring
- Developer Tools: Git, GitLab, Docker, AWS, Azure, Postman, Splunk, Figma, Jira

EXPERIENCE

• Chevron

Covington, LA

Cloud Engineer Intern

May 2023 - Aug. 2023

- Splunk: Developed sophisticated Splunk dashboards and alerts using SPL and designed visuals using XML, HTML, CSS, and JavaScript that served as template boards for Chevron's BUs
- **OT Automation**: Utilized Ansible Tower to orchestrate and automate infrastructure tasks for an early-in-the-works project, leveraging Ansible playbooks and Docker for other containerization tasks
- Competency Pathways: Interacted with Degreed's RESTful API and frontend to create multiple competency pathways for future Chevron Network Engineers using Postman and Degreed's GUI

• General Dynamics Information Technology

Remote

Software Engineer I (Part-time/Intern)

Nov. 2022 - Mar. 2023

- **FSA**: Served as a backend developer and gained practical experience with Java by programming pieces of the REST API for the Federal Student Aid Processing System
- Version Control: Proficiently employed version control systems, including GitLab and Git, to facilitate seamless collaboration within the development and testing team
- API Testing: Championed software quality assurance through the development of robust JUnit tests, validating the functionality of my code and the code of fellow engineers
- o Database: Demonstrated bi-weekly functionality of user stories to clients using PgAdmin and PostgreSQL queries
- SAFe: Practiced SAFe Agile methodologies by following user stories and features and utilized communication platforms such as Confluence and Jira to track progress

• General Dynamics Information Technology

Remote

Software Developer Intern

 $June\ 2022$ - $Aug.\ 2022$

- o AWS CI/CD: Created full end-to-end automated pipelines via AWS CodeStar & AWS Blue/Green deployment
- Containers: Worked on small frontend coding projects and containerized such projects by building images and containers through Docker and Docker Hub

Projects

- SocialEyes Mobile App | MongoDB, Express, React-Native, Redux, Typescript, Figma:
 - o Developed a minimum viable product (MVP) for a social media app to showcase to investors
 - Showcases user-generated event feeds, enabling others to view and receive invitations through our connection system
 - Project entailed practice of software development lifecycle from Figma design to MVP and monetization
- Crawfish Price App | React-Native, Spring, PostgreSQL, Firebase, Google Places API:
 - Work-in-progress mobile app for tracking crawfish and shrimp prices via crowd-sourcing and scraping
 - o Utilized external APIs like Google Places API to autocomplete and query distances from user to vendor
 - In progress of developing map feature of visualizing vendors through using Google Maps API
- Movie Review Web Application | React, Typescript, Rust, Node, Express, MySQL:
 - Full stack web application for users to read and write movie reviews
 - o Enables users to search for movies and give ratings to what they've seen